

INSTRUCTIONS

The enclosed instructions may be kept in this package and placed in a standard 8½x11" Notebook. Audio instruction are on side one of most cassettes. Machine readable code is on Side Two.

PERSONAL COMPUTER PROGRAMS

Leading the way in:

- ★ Simplicity -everyone can use the computer with these programs.
- ★ Usability -Audio explanations, with every program, PLUS standardized instructions to take out the guesswork.
- ★ Economy -prices you can afford.

RON GRAFF EDUCATIONAL COMPUTER PROGRAMS
P.O. Box 622 El Toro, CA. 92630 (714) 586-2246

Innovative Computer Programs

For Apple II

PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
 - Check computer by trying another program.
 - Be sure computer has large enough memory for the program
 - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
 - Use "Err Message" section of computer manual to determine the cause.
 - Reload program.
3. Accidentally hit "Reset" key.
 - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
 - Enter these commands, and press "Return" after each one:
 - TEXT "Return" key
 - POKE 34,0 "Return" key
 - POKE 35,24 "Return"key
 - POKE 32,0 "Return" key
 - POKE 33,40 "Return" key
 - Type RUN "Return" key

APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

FURTHER DOCUMENTATION

Source lists are available for all programs. Please use the enclosed order form.

GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, we will replace it. Send the tape and \$1.00 handling charge.

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LEARNING BASIC

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PURPOSE

LEARNING BASIC IS DESIGNED TO TEACH THE ESSENTIALS OF PROGRAMMING IN BASIC.

CONTENTS

PART 1 (CASSETTE #1 - BACK)

LESSON	SUBJECT
1	INTRODUCTION
2	MULT./DIVISION
3	COLOR
4	LINES
5	VARIABLES
6	RANDOM
7	PROGRAMS
8	INPUT

PART 2 (CASSETTE #2 - FRONT)

9	GOTO
10	IF...THEN
11	FOR...NEXT (LOOPS)
12	NESTED LOOPS

PART 3 (CASSETTE #2 - BACK)

13	MOTION
14	SOUND
15	STRINGS
16	MISC.
	OPERATION

1. TYPE RUN AND PRESS "RETURN".
2. TYPE YOUR NAME AND PRESS "RETURN".
3. CHOOSE ONE: 1-BEGIN LESSONS
2-CONTINUE LESSONS
3-REVIEW

IF YOU ARE JUST BEGINNING, TYPE 1 (NOTE: THE NUMBER 1 IS ON THE TOP ROW. DO NOT USE L).

IF YOU HAVE ALREADY DONE SOME OF THE LESSONS, TYPE 2.

IF YOU JUST WANT TO REVIEW CERTAIN LESSONS, TYPE 3.

TYPE THE NUMBER OF YOUR CHOICE AND PRESS "RETURN".

4. BEGIN LESSONS

AT THE END OF EACH EXPLANATION OR INSTRUCTION, DO WHAT THE COMPUTER ASKS YOU TO DO. AFTER YOU HAVE DONE THE EXAMPLES, YOU MAY USUALLY EXPERIMENT BY TRYING SOMETHING SIMILAR ON YOUR OWN. DON'T BE AFRAID TO EXPERIMENT. THE BEST WAY TO ANSWER THE QUESTIONS THAT WILL OCCUR TO YOU IS TO TRY OUT YOUR IDEAS.

IT IS NOT LIKELY THAT YOU WILL DO ANYTHING THAT WILL RUIN THE PROGRAM, BUT EVEN IF SOMETHING DOES GO WRONG YOU CAN START AGAIN (SEE "STARTING OVER").

AFTER YOU HAVE DONE THE EXAMPLES AND YOUR OWN EXPERIMENTS, GO ON TO THE NEXT PART OF THE LESSON BY TYPING RUN AND "RETURN".

STARTING OVER

IF YOU WANT TO START THE ENTIRE PROGRAM OVER, PRESS THE "CONTROL" KEY, AND WHILE HOLDING "CONTROL" DOWN, PRESS THE "C" KEY, THEN PRESS "RETURN". TYPE DEL 10,499 AND PRESS "RETURN". TYPE RUN 30000 AND PRESS "RETURN". IF IT IS NECESSARY, RELOAD THE PROGRAM AND START AGAIN.

STARTING A LESSON AGAIN

IN CASE YOU HAVE NOT TYPED THE PROGRAM CORRECTLY, OR FOR SOME OTHER REASON YOU WANT TO START YOUR LESSON AGAIN, FOLLOW THESE STEPS. PRESS THE "CONTROL" KEY, AND WHILE HOLDING "CONTROL" DOWN, PRESS

THE "C" KEY. THEN PRESS "RETURN". TYPE
DEL 10,499 AND PRESS "RETURN". TYPE
POKE 23,0 AND PRESS "RETURN". TYPE RUN
AND PRESS "RETURN".

TO SEE YOUR LIST

THE PROGRAM SHOWS YOU YOUR LIST SOME-
TIMES. IF YOU WANT TO SEE IT AT OTHER
TIMES, PRESS THE "CONTROL" KEY, AND
WHILE HOLDING "CONTROL" DOWN, PRESS THE
"C" KEY. THEN PRESS "RETURN". TYPE
LIST 10,499 AND PRESS "RETURN". TO GET
BACK TO THE PROGRAM, TYPE RUN AND PRESS
"RETURN".

SPECIAL NOTE

THIS PROGRAM IS LIMITED IN ITS SCOPE.

IT IS PLANNED TO AID YOU IN LEARNING
BASIC, BUT IS NOT INTENDED TO REPLACE
YOUR APPLE II BASIC PROGRAMMING MANUAL.
BE SURE TO READ YOUR ENTIRE MANUAL
CAREFULLY.